

# Evaluation of Frictional Characteristics of Precision Machined Surfaces

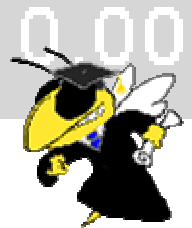
Ramesh Singh and Richard C. Kalil, Jr.

Advisor: Dr. Shreyes Melkote

IAB Presentation

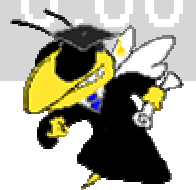
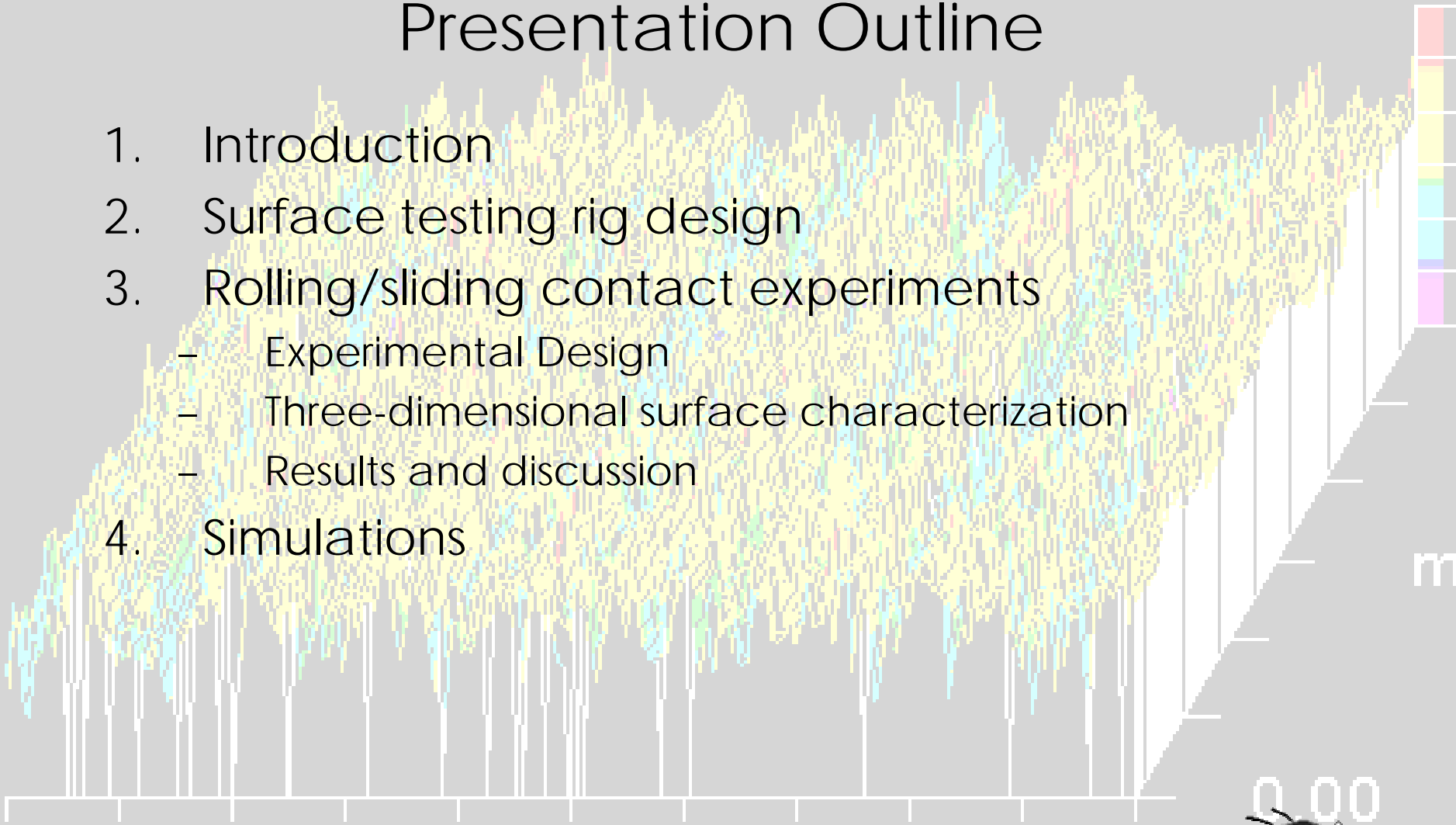
October 20, 2004

PMRC, MARC



# Presentation Outline

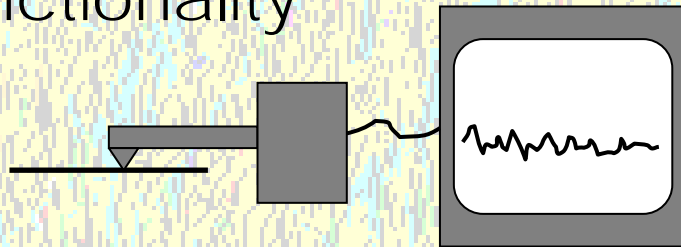
1. Introduction
2. Surface testing rig design
3. Rolling/sliding contact experiments
  - Experimental Design
  - Three-dimensional surface characterization
  - Results and discussion
4. Simulations



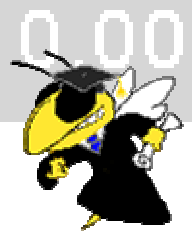
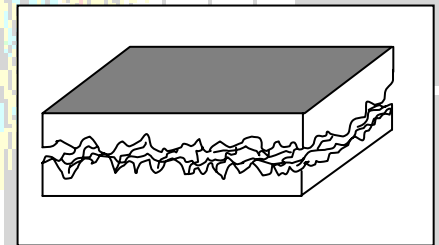
# Introduction

## Problem Statement

- Experience shows advantages of certain finishes in certain roles
- 2-D roughness measurements (stylus) often correlated with functionality



- Surfaces contact in three dimensions
- Effect of specific 3-D texture parameters function not fully understood
- Coefficient of friction is of great importance to roller bearing type contact (rolling/sliding)



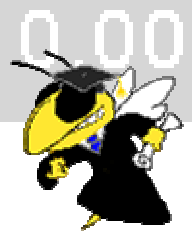
# Introduction

## Benefits of Solution

Gains against friction losses in rolling/sliding contact would lead to:

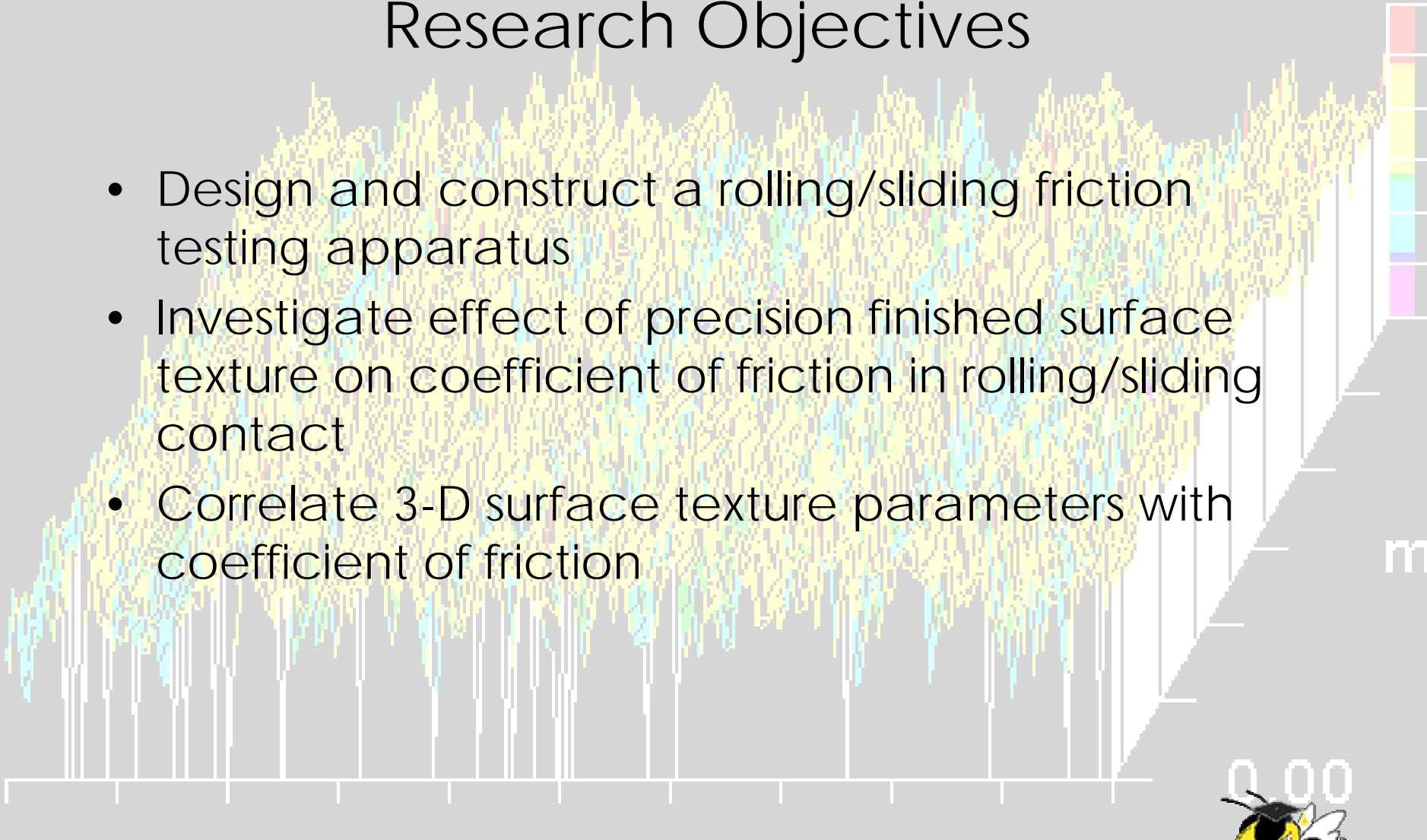
- Less heat produced resulting in lower cooling costs
- Smoother operation making power consumption more efficient and lowering loads
- Less wear leading to longer component life

Also, new finishing processes could be developed to more closely control vital surface parameters and optimize frictional response

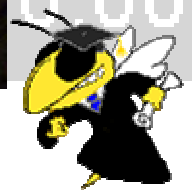
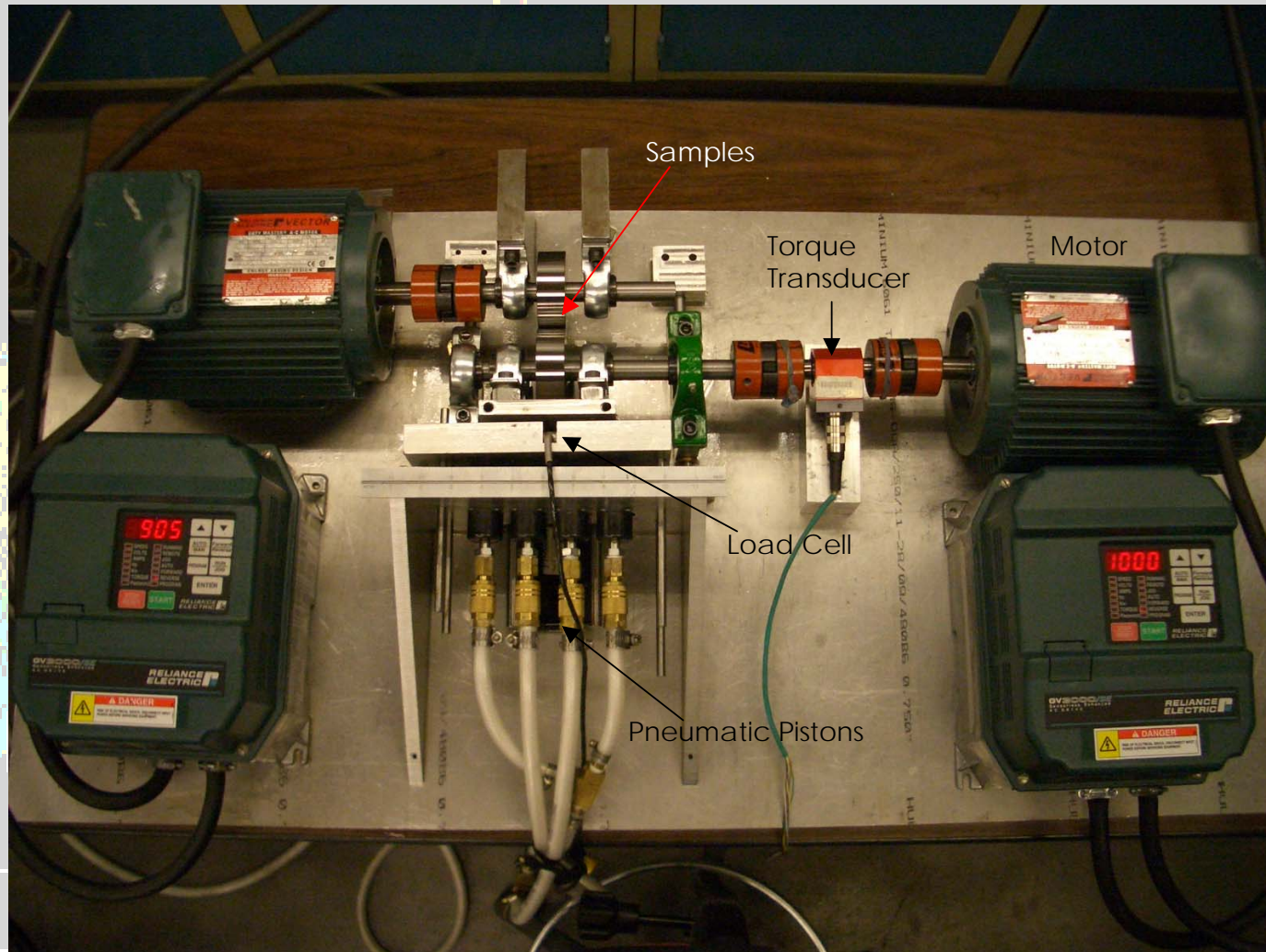


# Research Objectives

- Design and construct a rolling/sliding friction testing apparatus
- Investigate effect of precision finished surface texture on coefficient of friction in rolling/sliding contact
- Correlate 3-D surface texture parameters with coefficient of friction

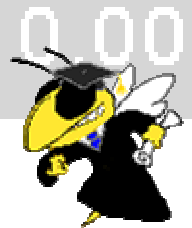
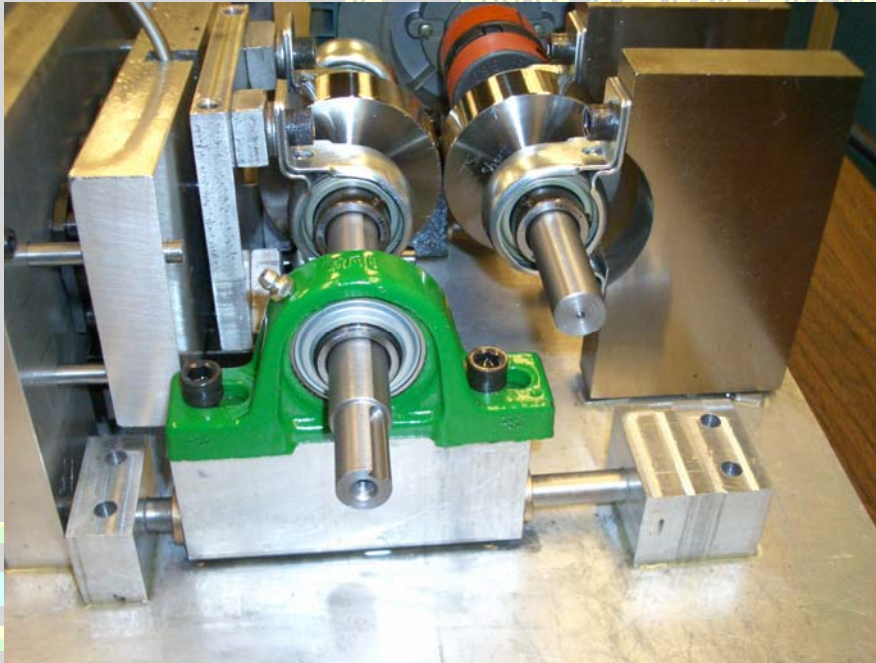


# Surface Testing Rig Design

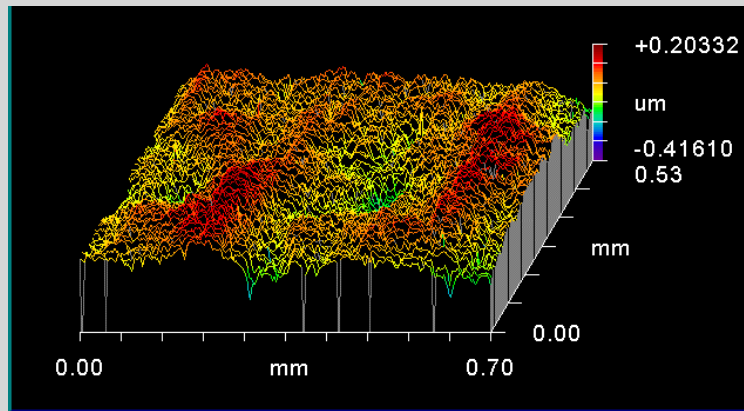




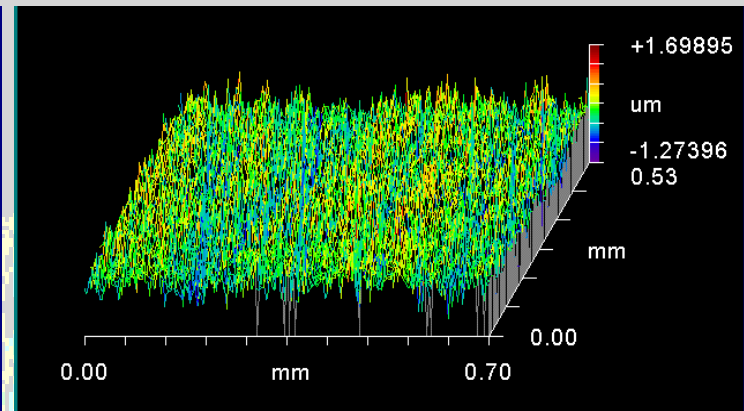
# Surface Testing Rig Design



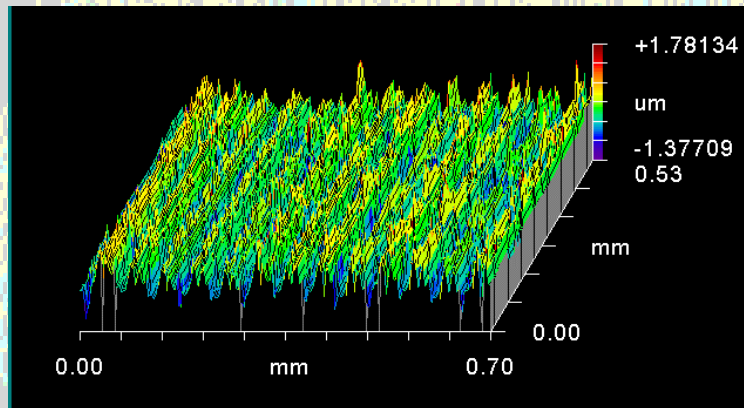
# 3-D Surface Characterization



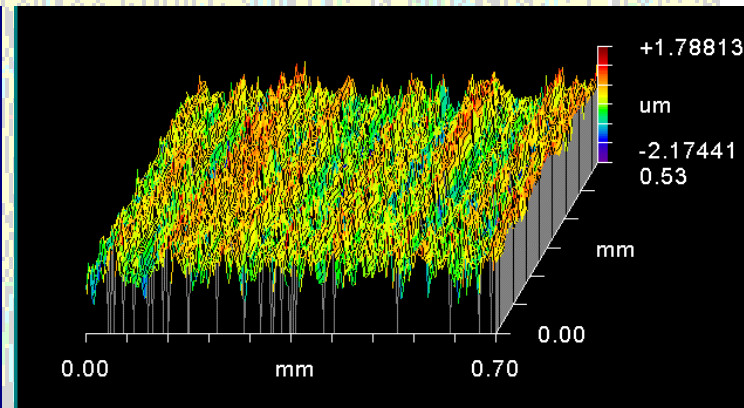
(a)



(b)

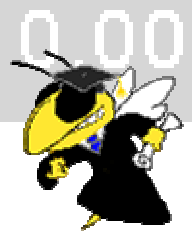


(c)



(d)

Topographic Maps of (a) IF, (b) HN, (c) HT, and (d) GD



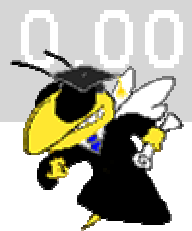


# 3-D Surface Characterization

The 3-D surface parameters mentioned earlier were calculated for each surface

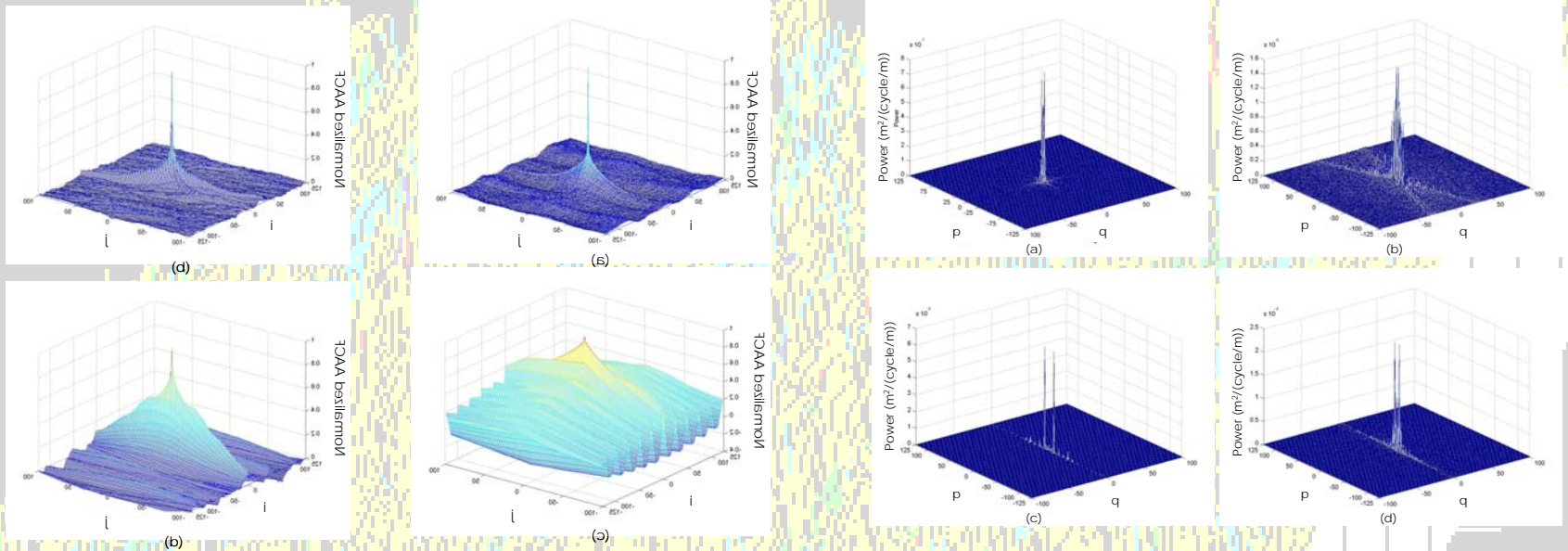
## Amplitude Parameters

Mean (St. Dev.)	IF	HN	HT	GD
$S_q$ ( $\mu\text{m}$ )	0.066 (0.008)	0.26 (0.048)	0.32 (0.042)	0.52 (0.066)
$S_{sk}$	-1.60 (0.54)	-0.06 (0.27)	0.29 (0.24)	-0.52 (0.23)

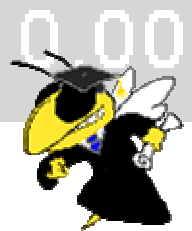


# 3-D Surface Characterization

To calculate the spatial parameters the AACF, APSD, and Angular spectra for each surface must be analyzed



AACF/APSD plots for (a) IF, (b) HN, (c) HT, and (d) GD

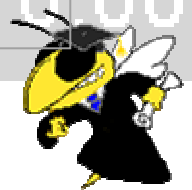


# 3-D Surface Characterization

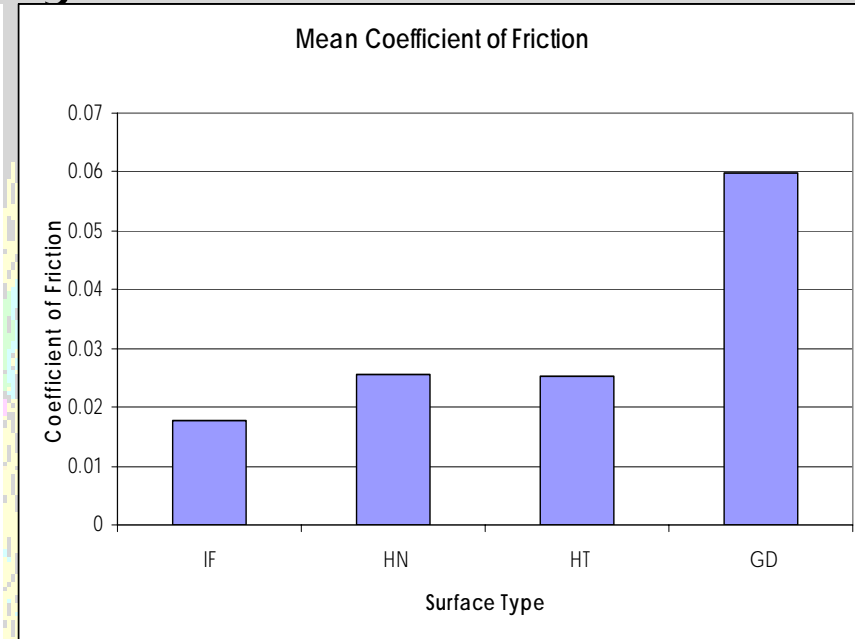
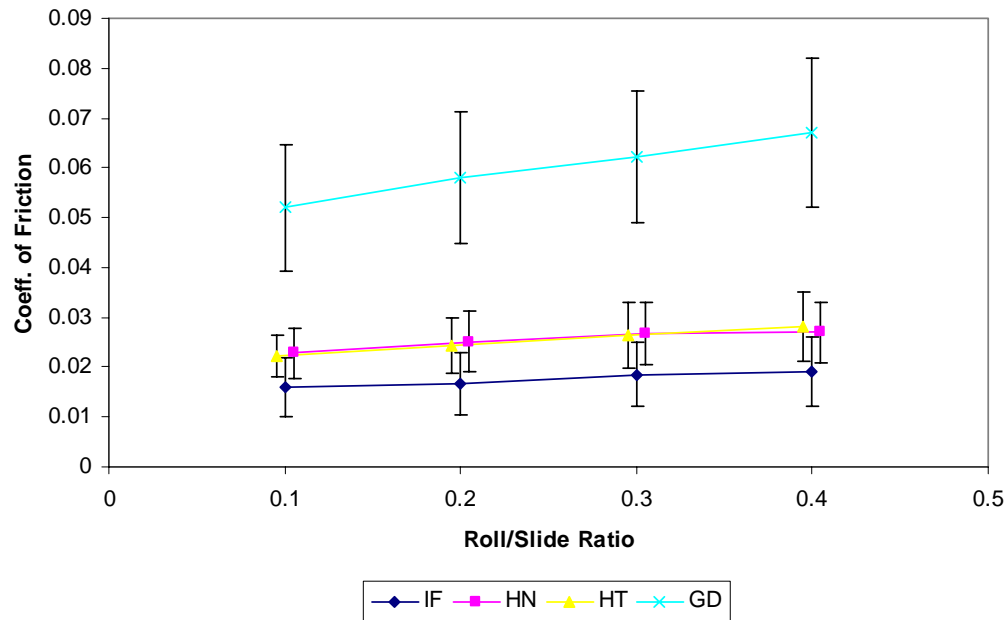
Using AACF, APSD, and Angular spectra,  
the spatial parameters were calculated

## Spatial Parameters

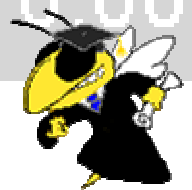
Mean (St. Dev.)	IF	HN	HT	GD
$S_{al}$ ( $\mu\text{m}$ )	43.84 (13.03)	8.79 (4.83)	44.79 (19.86)	18.21 (11.95)
$S_{ds}$ (/mm <sup>2</sup> )	72.97 (10.45)	2,129.68 (52.55)	92.25 (22.11)	636.40 (35.09)
$S_{tr}$	0.68 (0.12)	0.27 (0.13)	0.19 (0.09)	0.10 (0.07)
$S_{td}$	none	-75 °, 75 °	90°	90°



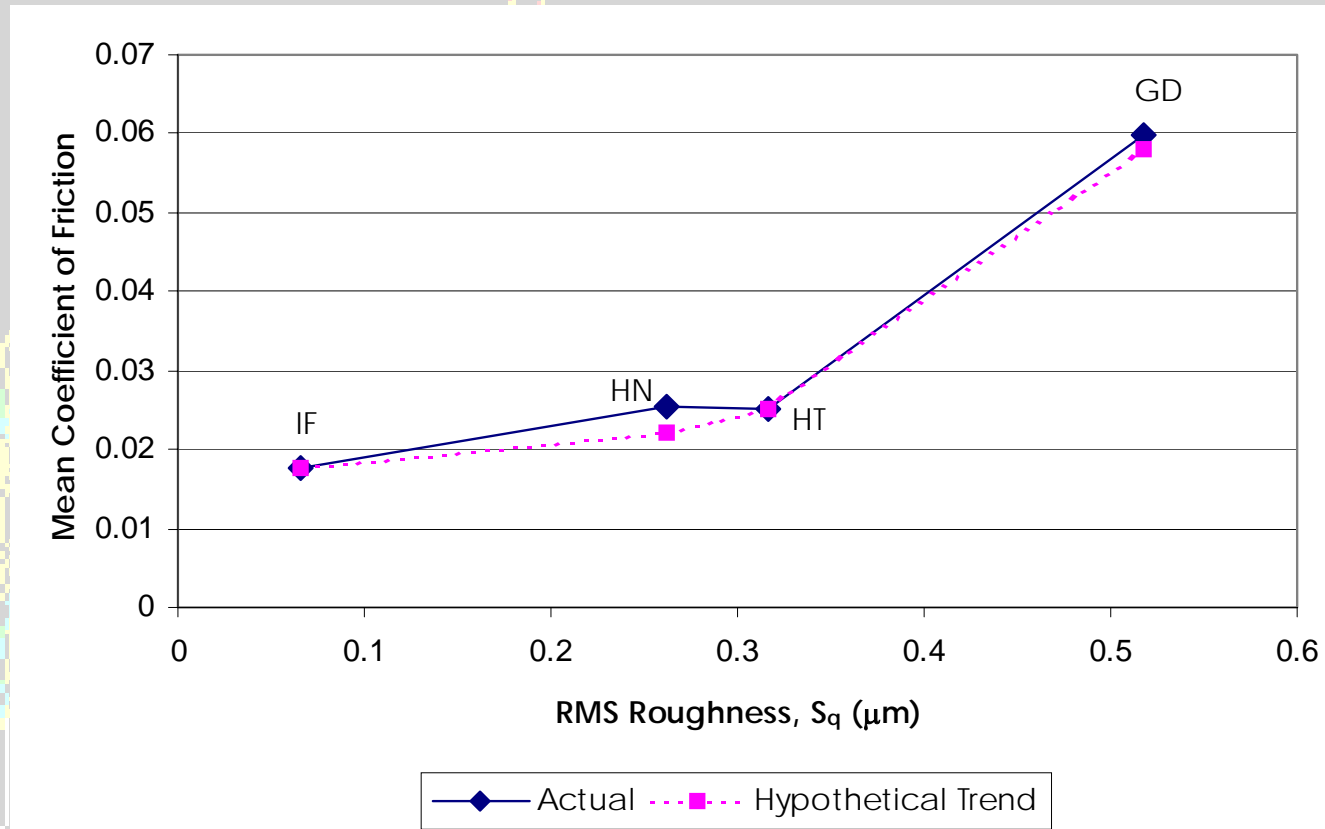
# Data Analyses



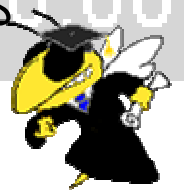
- GD surface yields highest coefficient of friction
- HT/HN nearly identical
- IF yields lowest coefficient of friction
- Slide-to-roll ratio causes nearly linear increase (slopes differ by surface)



# Data Analyses

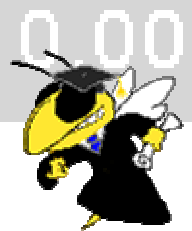


Hypothetical and Actual Friction Coefficients



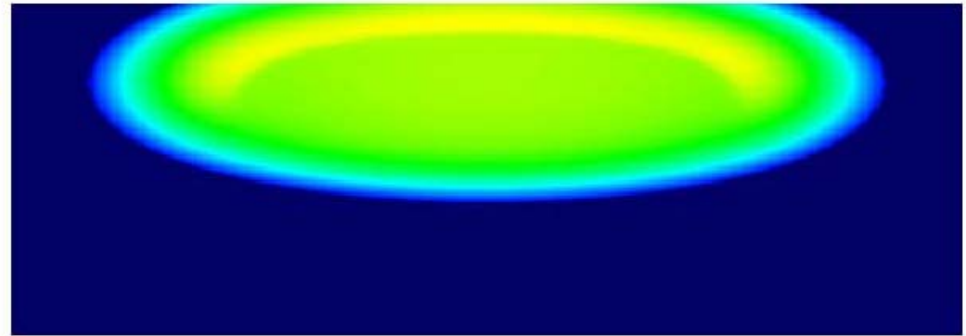
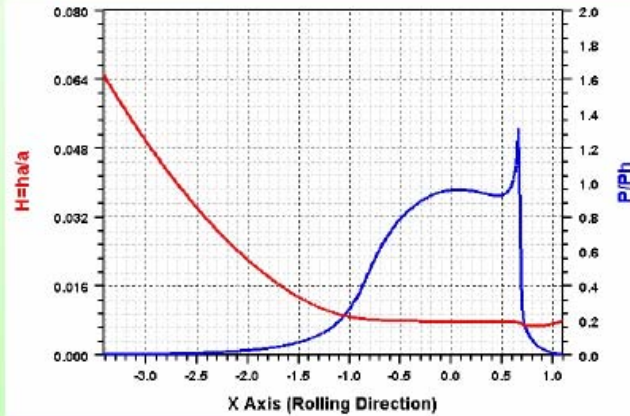
# Observations and Conclusions from Rolling/Sliding experiments

- $S_q$  and  $S_{ds}$  can explain the influence of surface texture on the coefficient of rolling/sliding friction
- The coefficient of rolling/sliding friction varies almost linearly with the slide-to-roll ratio
- The similar frictional response for the HN and HT surfaces can be explained by the disparate values of  $S_q$  for the two surfaces





# A Sample Simulation



Average Film Thickness:

1.7756  $\mu\text{m}$

Max. Pressure Peak:

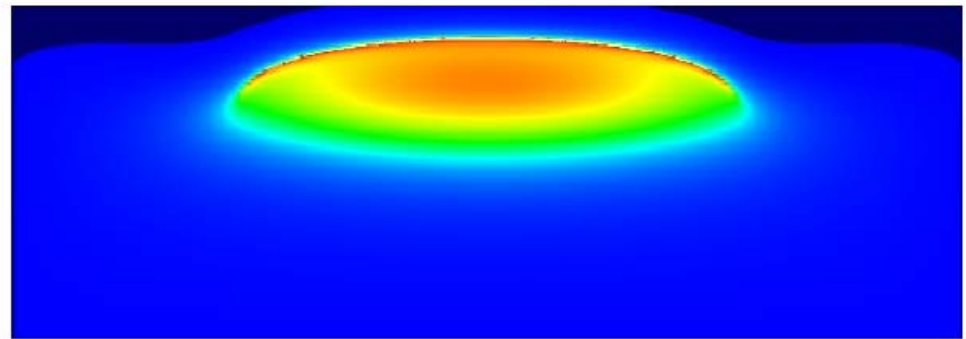
1.3879  $\cdot P_H$

Film Thickness ( $\lambda$ ) Ratio:

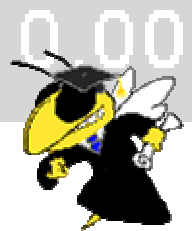
infinity

Coef. of Friction:

0.03635

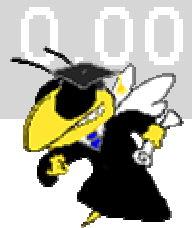


Courtesy: Dr. Dong Zhu  
Eaton Corporation



# Observations and Conclusions from Simulations

- Unlike the experiments which operated under starved condition the simulations represent flooded condition
- All the conditions operate in full EHL regime thus the effect of surface roughness is masked
- The simulation captures the effect of change in slide to roll ratio.
- The friction predicted is of the same order of magnitude as the experiments



# Acknowledgements

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